

Wednesday, February 10, 2010

Dingux-Int: Intellivision Emulator for Dingoo v1.0.0

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.

See official jzintv site for further informations.

Here is a port on Dingoo running Dingux of the version 20051204 that i had previously ported to Gp2X, Wiz and PSP.

How to use it ? Everything is in the README.txt file.

Here is a full working binary version :
dingux-int-v1.0.0-bin.zip

And here is the source code :
dingux-int-v1.0.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Intellivision at 21:51

Many thanks for your work ZX.
Chris23235 on Feb 11 2010, 19:22

I appreciate all of your work for the community. A paypal donation is on the way.

I'm using this on both my GP2x Wiz and my Dingoo and have a question. I haven't been able to get diagonals working on either version yet. Is it just as simple as creating a keymap file with diagonals defined in it somehow, or am I missing something?

Thanks again

- Dan
Dan on Feb 12 2010, 21:43

Hi Dan,

You can change the settings and set the "joystick as cursor" to yes and you should be able to use diagonals. If it doesn't work and if you really need special Intellivision keys for diagonals, i can modify it and make it available in the keyboard menu.

Please let me know.

Zx
zx-81 on Feb 12 2010, 23:42

Thanks for the quick response. It does look like the "joystick as cursor" does what I need. I just didn't know what that meant, but it seems to give me the control I was looking for.

One other minor problem is that there seems to be a bit of a stability problem after running the emulator a few times. It seems to lock the Dingoo up after a few runs and the only way out is to hit the recessed reset button. I'll try it on the Wiz later to see if it has the same problem. The emulator seems to work great other than that though.

Dan on Feb 13 2010, 00:10

Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

i have the same issue. It happens on the wiz and dingoo versions. hopefully it will be fixed in the next release. It seems to happen after running 2 or 3 games

mrdrilleraddict on Feb 13 2010, 00:46

Hi Dan,

About "joystick as cursor" it's a feature that is available in PSP version where you can use both a D-pad and Analog pad. By default D-pad is mapped to intellivision keys, and Analog pad to directional pad. On dingoo or Wiz there is not any analog pad, so you just can't "emulate" the two different pads at the same time.

Concerning the issue when you load several games, unfortunately this emulator has been initially written to be a command line emulator where you have to relaunch it for every game. I've tried to make it usable inside a gui with many games loaded one after the other. It seems there are bugs, infinite loop etc that can freeze the emu. I will investigate a bit more,

Cheers, Zx
zx-81 on Feb 13 2010, 12:39

Actually, it's not just when you load several games. Even just loading one game once seems to introduce instability into the Dingoo. Even if you just load one game and play it for a while, it will almost always eventually lock up, although sometimes it can go for quite a while with no problem. It also seems like if you load the emulator and play a game, when you quit the emulator the Dingoo will often lock up (but not always). I've seen a bit of this on the Wiz as well, but I haven't used the Wiz version quite as much yet, so I'm not as sure about the symptoms there. It's almost as if the emulator is corrupting memory or something like that.

For what it's worth, if I try to load the roms, "Fathom" or "Atlantis", the system will lock up almost immediately. Maybe this will point you to the other problem, maybe it's totally unrelated.

All in all though, even with this problem, whatever it is, this is an awesome emulator and I truly appreciate you porting it (and your other emulators) to these systems. The carts that I personally like to play, "Dreadnought Factor", "Tron Deadly Discs", "Ice Trek", and many others work perfectly (except for the aforementioned occasional lockup). With this emulator, the TI99 emu and other great stuff that's out for the Wiz and Dingoo, I feel like I can finally sell my GP2X F100 and not be missing anything.

Hopefully a lot of this stuff will make it to the Pandora when it's finally released. I have one on order (since almost a year and a half ago) and it looks like it's finally about to ship.

- Dan
DanH63 on Feb 14 2010, 21:07